

ELECTRONIC PRESS KIT

A film by P.L. Kerr · Produced by Train of Thought Studios · 2025

www.teddyontheedge.com

TRAIN OF THOUGHT STUDIOS

QUICK FACTS

> **Alone on the edge of a cliff and contemplating ending it all, a teddy bear is interrupted by a wise old bunny rabbit with a life-affirming tale to share.**

Title	*Teddy on the Edge* (2025)
Director	P.L. Kerr (Paul Liam Kerr)
Runtime	7 minutes 10 seconds
Genre	3D animated short film
Audience	Young people and families
Country of origin	United Kingdom
Language	English

Aspect ratio	1.85:1 (Flat)
Resolution & format	2K (1998 × 1080) and 4K (3996 × 2160); ProRes 422 and DCP
Sound	Stereo
Budget	£18,000, self-funded
Production company	Train of Thought Studios, London, UK
AI policy	No AI image generation was used at any stage of production. Every frame is human-made.

SYNOPSES & THEMES

Short synopsis

Alone on a stark clifftop, an emotionally overwhelmed teddy bear faces a life-or-death decision, until a chance encounter with a wise old bunny rabbit brings a profound shift in perspective.

Medium synopsis

Teddy on the Edge follows Oddysee, a down-on-his-luck, slightly tubby teddy bear in the grip of an emotional crisis. Feeling utterly alone, he stands on the edge of a cliff, contemplating ending his life.

His despair is interrupted by Oracle, a wise old sage of a bunny rabbit who has weathered his own share of life's ups and downs. Oracle shares a lyrical, life-affirming tale that changes how Oddysee sees his place in the world.

Told through warm, appealing characters, the film is designed as an "inoculation against despair": a message of optimism, resilience and gratitude for young audiences and their families.

Themes

Youth mental health and emotional well-being have never mattered more. The film opens on the stark realities of suicide and depression, but at heart it is a story about perspective, survival and optimism through ancestral resilience.

It celebrates a simple, profound idea: each of us is the result of an unbroken chain of some 10,000 generations who kept going, whatever nature threw at them. Keeping going is a quiet triumph in itself.

CHARACTER GUIDE



Oddysee

A down-on-his-luck, slightly tubby teddy bear. After a relationship breakdown, and estranged from his own family, he feels he has no one left to turn to.



Oracle

A wise old sage of a bunny rabbit. He has known his ups and downs in life and has a wonderful tale to tell, one that might just guide Oddysee back from the brink.



Mopp the Dogg

Oracle's trusty canine sidekick. Energetic, fiercely loyal and a bunny's best friend.



Billy-goat Goth

A sensitive young goat who feels things more deeply than others. He tries to stand out from the crowd but struggles with a sense of belonging.

DIRECTOR

Biography: Paul Liam Kerr (P.L. Kerr)

Cape Town-born, UK-based animation director Paul Liam Kerr makes his festival debut with *Teddy on the Edge*, a passion project nearly a decade in the making. A CG artist, animator and technical generalist, he has spent nearly 20 years working at the high end of the VFX, CGI and post-production industries.

When the industry slowed after the pandemic, Kerr used the downtime to assemble a remote team across three continents and finally finish the film. He is inspired by the confluence of cinema, music and performance-driven character animation. He lives in London with his partner and young son, and is looking for his next animation challenge.

Director's statement

"*Teddy on the Edge* is the work I am proudest of: years of blood, sweat and very real tears. I wanted to reimagine the idea of a 'cute' animated short by pairing appealing, child-friendly characters with a serious, mature theme.

I also wanted to explore where characterful storytelling meets cutting-edge real-time technology. Suicide and depression touch so many lives, but my real motivation was to carry the uplifting shift in perspective at the heart of the song that inspired the film into a new medium – animation.

It was a demanding, self-funded journey, but through sheer dumb determination, and a global team that felt aligned by the universe itself, we built something beautiful. I hope the film offers an anchor of hope to anyone standing at their own cliff edge."

P.L. KERR, DIRECTOR

Inspiration

The film began as an imagined mash-up of "On the Edge of a Cliff", the song by UK garage legends The Streets, and Pixar's short *Boundin'*.

TECHNICAL CASE STUDY

Teddy on the Edge shows that an independent studio can reach a feature-film level of visual quality on a self-funded budget of £18,000.



Oddysee, rendered in V-Ray, composited into an Unreal Engine 5 environment.

The hybrid workflow

To avoid the rendering bottlenecks and costs that sink many independent shorts, the production combined two worlds. The detailed, groomed characters were animated in Maya and rendered with an offline path tracer, then composited into expansive environments rendered in real time in Unreal Engine 5.

To match the two seamlessly, the lighting from each Unreal Engine scene was captured, exported and converted into custom HDRI maps, which lit the characters in V-Ray.

Real-time environments (Unreal Engine 5)

The windswept coastal backdrops, evoking the stark, living atmosphere of England's south-east coast, were built entirely in Unreal Engine 5.

> **Geometry:** terrain, props and environment assets use Nanite for very high geometric detail.

> **Lighting:** global illumination from Lumen, in its hardware ray-traced mode.

> **Atmosphere:** skies and weather combine Unreal's volumetric clouds with imported VDB volumes.

> **Vegetation:** trees built in SpeedTree, with leaves and grass that react to real-time wind.

> **Ocean:** the storm waves were simulated with a customised setup of Imaginary Blend's Fluid Flux plugin.

Character grooming & rendering (Maya, XGen & V-Ray)

To achieve a tactile, "cuddly but weathered" look, the characters carry dense, render-heavy fur.

> **Grooming:** all hair and fur were groomed in Autodesk Maya XGen.

> **Rendering:** characters were rendered in Maya with Chaos V-Ray GPU (RTX) path tracing.

> **Hardware:** thanks to the exported Unreal Engine lighting and GPU path tracing, the whole film (over 552 GB of HDR images) was rendered locally on one workstation with two desktop-class NVIDIA GPUs. Even the most complex character shots rendered overnight.

> **Compositing:** 16-bit multichannel EXR passes were composited in Adobe After Effects, with motion blur added in post from motion vectors to cut render times further.

THE GLOBAL REMOTE TEAM

Animation & rigging

From London, Train of Thought Studios worked with specialist talent around the world. Lead Animator **Anne Moth** led the character performances from Scotland during her maternity leave, while mentoring junior animators **Fergus Holmes** (South Korea) and **Adam Johnson** (Kent, England), who worked on the film while studying at Animation Mentor.

Technical direction and character rigging came from **Wynand Lens**, working between Germany and Namibia. The otherworldly "ancestor" sequences were hand-animated in 2D by **Hero Wilkinson-Rodrigues**, working with the director to place them convincingly in 3D space.

Voice, music & sound

British character actor **Paul Ready** (*The Terror*, *Motherland*, *Utopia*) voices the characters and narration, a casting made possible by Executive Producer and British film industry veteran **Julie Baines**. Voices were recorded by **Michal Kaluzynski**.

The original score was composed by **Dimitri Roussopoulos** in South Korea, featuring violin by his sister **Nadine Roussopoulos**. Award-winning sound designer **Kevin Langhamer** brought score, voices and sound design together in the final mix.

FESTIVAL SELECTIONS & AWARDS

Teddy on the Edge has been selected by 18 festivals across the UK, Europe, North America, Africa and Australia.

18	2	2	2
FESTIVALS	AWARDS	NOMINATIONS	HONOURABLE MENTIONS

FESTIVAL	RESULT	LOCATION	YEAR
French Duck Festival	**Winner, Best Short Animation (first quarterly round)**	Paris, France	2025
Film Expo South Film Festival	**Award Winner**	United Kingdom	2026
Crystal Palace International Film Festival	**Nominee, Best Animated Short**	London, UK	2026
Heart of Gold International Short Film Festival	**Nominee, Best Emerging Director**	Australia	2025
Awareness Festival	**Honourable Mention (virtual selection)**	Los Angeles, USA	2025
Beeston Film Festival	**Honourable Mention**	Nottingham, UK	2026
Anifilm	Special screening (non-competitive)	Czech Republic	2025
The Bay International Film Festival	Finalist	Morecambe, UK	2025
Aesthetica Short Film Festival	Official Selection	York, UK	2025
Cape Town International Animation Festival	Official Selection	Cape Town, South Africa	2026
Carmarthen Bay Film Festival	Official Selection	Wales, UK	2026
Coronado Island Film Festival	Official Selection	California, USA	2025
Dam Short Film Festival	Official Selection	Nevada, USA	2026
Earl's Court International Film Festival	Official Selection	London, UK	2026
KINOdiseea International Children Film Festival	Official Selection	Romania	2026
London Breeze Film Festival	Official Selection (online)	London, UK	2025
Poppy Jasper International Film Festival	Official Selection, 20th anniversary edition	California, USA	2026
Wyoming International Film Festival	Official Selection	Wyoming, USA	2025

STUDIO PLAN & SOCIAL IMPACT

Train of Thought Studios made *Teddy on the Edge* to do two jobs.

1. **A calling card for the studio:** the film shows clients and partners what our boutique London studio can deliver, from character animation to a full hybrid CG pipeline.
2. **A tool for good:** given the sensitivity of its subject, after its festival run the film will be offered to youth mental health and suicide prevention charities. Talks with **Papyrus**, **Childline** and **CALM** are resuming, with the aim of using the film as an open educational and awareness tool.

Content note: the film deals with suicidal thoughts. Anyone affected can find support in the UK from Samaritans (116 123), Papyrus HOPELINE247 for under-35s (0800 068 4141) and Childline for under-19s (0800 1111).

CREDITS

WRITTEN & DIRECTED BY	**P.L. Kerr**
LEAD ANIMATOR	**Anne Moth**
3D ANIMATORS	**Fergus Holmes, Adam Johnson, Paul Kerr**
2D ANIMATION	**Hero Wilkinson-Rodrigues**
TECHNICAL DIRECTION & RIGGING	**Wynand Lens**
SCORE COMPOSED BY	**Dimitri Roussopoulos**
VIOLIN PERFORMED BY	**Nadine Roussopoulos**
EXECUTIVE PRODUCER	**Julie Baines**
NARRATION	**Paul Ready**
VOICE RECORDING	**Michal Kaluzynski**
SOUND DESIGN & FINAL MIX	**Kevin Langhamer**
CHARACTER DESIGN, MODELLING, SHADING, LIGHTING, RENDERING & COMPOSITING	**P.L. Kerr for Train of Thought Studios**
SPECIAL THANKS	**Adeline Aletti, The Kerrs**
PRODUCTION BABIES	**Fiona, Hugo**

Story inspired by the song “On the Edge of a Cliff” by The Streets. No AI image generation was used in the making of this film.

Links & press contact

Press contact	paulliamkerr@gmail.com
Website	www.teddyontheedge.com
Trailer	vimeo.com/1041031760
Studio	www.trainofthoughtstudios.com
Instagram	@teddyontheedge
YouTube	@TrainofThoughtStudios
Vimeo	vimeo.com/paulliamkerr
LinkedIn	Paul Liam Kerr